

| M  | T  | Sv | W  | LD | OC |
|----|----|----|----|----|----|
| 9" | 13 | 2+ | 24 | 6+ | 8  |

RANGED WEAPONS

| WEAPON                                                       | RANGE | A    | BS  | S  | AP | D    |
|--------------------------------------------------------------|-------|------|-----|----|----|------|
| Heavy bolter<br>SUSTAINED HITS 1                             | 36"   | 3    | 3+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER<br>TORRENT                     | 12"   | D6   | N/A | 5  | -1 | 1    |
| 2x Laser destroyer<br>HEAVY                                  | 36"   | 3    | 3+  | 14 | -4 | D6+1 |
| Multi-melta<br>MELTA 2                                       | 18"   | 2    | 3+  | 9  | -4 | D6   |
| 2x Quad lascannon                                            | 48"   | 4    | 3+  | 12 | -3 | D6+1 |
| Storm bolter<br>RAPID FIRE 2                                 | 24"   | 2    | 3+  | 4  | 0  | 1    |
| Twin Falchion volcano cannon<br>BLAST<br>TWIN-LINKED         | 120"  | D3+1 | 3+  | 24 | -5 | 12   |
| Twin heavy bolter<br>SUSTAINED HITS 1<br>TWIN-LINKED         | 36"   | 3    | 3+  | 5  | -1 | 2    |
| Twin heavy flamer<br>IGNORES COVER<br>TORRENT<br>TWIN-LINKED | 12"   | D6   | N/A | 5  | -1 | 1    |

MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 6 | 4+ | 8 | 0  | 1 |

ABILITIES

- Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Titan-killer

Each time this model makes a ranged attack with its twin Falchion volcano cannon that targets a MONSTER or VEHICLE unit, that attack has the [DEVASTATING WOUNDS] ability.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.  
*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
  - That unit is unengaged.
  - That unit was not set up on the battlefield this turn.
  - No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

1x Falchion [Legends]

Equipped with: Heavy bolter, Heavy flamer, Laser destroyer, Multi-melta, Quad lascannon, Storm bolter, Twin Falchion volcano cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its Twin heavy bolter with Twin heavy flamer.
- This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.
- This model can replace its Two quad lascannons with Two laser destroyers.

KEYWORDS: Vehicle, Titanic, Smoke, Falchion

FACTION KEYWORDS: -

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|----|----|----|----|----|----|
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- Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*